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### A real-time continuous **gesture** recognition system for **sign** language

RH Liang, M Ouhyoung - Automatic Face and Gesture Recognition, 1998. Proceedings. ..., 1998 - [ieeexplore.ieee.org](#)

... listed in the previous subsection as **input** of HMMs ... Recognition of Space-Time

Hand-**Gestures** using Hidden Markov ... Figure A.3. Eight motion **types** in Taiwanese **Sign** ...

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### Integration and synchronization of **input** modes during multimodal human-computer interaction - \*upenn.edu [PDF]

S Oviatt, A DeAngeli, K Kuhn - Proceedings of the SIGCHI conference on Human factors in ..., 1997 - [portal.acm.org](#)

... Task Action Analysis Figure 2 illustrates that **type** of task ... re 2. They tended to involve graphic **input** to M ... unimodally-ranging between 51 and 7770 of the **time**. ...

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### Real-Time American **Sign** Language Recognition Using Desk and Wearable Computer Based Video - \*minnen.org

[PDF]

T Starner, J Weaver, A Pentland - IEEE TRANSACTIONS ON PATTERN ANALYSIS AND MACHINE ..., 1998 - [doi.ieeeecomputersociety.org](#)

... While there are many different **types** of **gestures**, the ... The resulting information is **input** to a HMM ... In addition, the real-time recognition techniques described ...

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### Vision-Based **Gesture** Recognition: A Review - \*uluc.edu [PS]

Y Wu, TS Huang - Urbana, 1999 - Springer

... HMM is a **type** of statistical model. ... F., Coutaz,J.: Finger Tracking as An **Input** Device for ... Liang, R., Ouhyoung, M.: A Real-time Continuous **Gesture** Recognition ...

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### A dynamic **gesture** recognition system for the Korean **sign** language (KSL)

JS Kim, W Jang, Z Bien - Systems, Man and Cybernetics, Part B, IEEE Transactions on, 1996 - [ieeexplore.ieee.org](#)

... of hands and fingers are used: one **type** consists of ... effectiveness of hardware versus real-time processing capability ... system is adopted as an **input** sensing device ...

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### [CITATION] A **sign** language recognition system using hidden markov model and context sensitive search

RH Liang, M Ouhyoung - Proceedings of the ACM Symposium on Virtual Reality Software ...

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### Visual recognition of American **sign** language using hidden Markov models - \*mit.edu [PDF]

T Starner - 1995 - [dspace.mit.edu](#)

... orientation, and trajectory information is then **input** to an ... However, hand annotation is a **time**-consuming process ... adds another dimension to the **types** of features ...

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### [CITATION] ... and constraints in early lexical acquisition: Evidence from children's early language and **gesture**

LA Petitto - Modularity and constraints in language and cognition, 1992

[Cited by 30](#) - [Related articles](#) - [Web Search](#)

## **Gesture** recognition using recurrent neural networks

K Murakami, H Taguchi - Proceedings of the SIGCHI conference on Human factors in ..., 1991 - portal.acm.org

... There are several **types** of human **gestures** human ... Context layer **input** data ; **input** data : **input** data at ... Data Glove and determines the starting **time** of sampling. ...

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## Real-Time American **Sign** Language Recognition from Video Using Hidden Markov Models - [gatech.edu](#) (PDF)

T Stamer, A Pentland - COMPUTATIONAL IMAGING AND VISION, 1997 - doi.ieeecomputersociety.org

... shape, orientation, and trajectory information is then **input** to a ... at a rate five times faster than real **time**. ... absolute number of errors of each **type** are listed ...

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Key authors: [T Stamer](#) - [A Pentland](#) - [S Oviatt](#) - [J Weaver](#) - [J Cassell](#)

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